

**In the claims:**

A complete listing of claims follows:

1. (previously presented) A gaming device, comprising:
  - (A) a housing comprising a plurality of walls, the plurality of walls defining a cavity;
  - (B) at least one moveable indicator associated with the housing;
  - (C) a moveable indicator actuator configured to move the moveable indicator in a linear manner along a first axis;
  - (D) a display device associated with the housing, the display device comprising a band displaying a plurality of indicia;
  - (E) a display device actuator configured to move the band in a linear manner along a second axis, wherein the second axis is orthogonal to the first axis; and
  - (F) at least one controller in communication with the display device actuator and the moveable indicator actuator, the controller being configured to determine a game outcome, and to direct movement of the moveable indicator and the band.
  
2. (previously presented) The gaming device of claim 1, further comprising a player input device coupled to the housing and in communication with the controller, wherein the player input device allows a player to control the movement of at least one of the moveable indicator and the display device, wherein, after the player has activated the player input device, the controller causes at least one of the display device and the moveable indicator to move such that the moveable indicator indicates at least one of the indicia on the band that corresponds to the game outcome determined by the controller.

3. (original) The gaming device of claim 2, wherein the player's input has no affect on the game outcome.

4. (original) The gaming device of claim 2, wherein the player input device comprises at least one from a group consisting of buttons, joysticks, trackballs, mice, electronic pointers, and touch screens.

5. (original) The gaming device of claim 1, wherein the indicia represent prizes a player may win.

6. (original) The gaming device of claim 5, wherein the prizes are selected from the group consisting of multipliers, jackpot prizes, progressive prizes, currency prizes, game play prizes, services and goods.

7. (original) The gaming device of claim 1, wherein the first axis is substantially vertical.

8. (original) The gaming device of claim 1, wherein the first axis is substantially horizontal.

9. (previously presented) The gaming device of claim 1, wherein the indicia are arranged on the band in an m by n matrix, and m and n are integers.

10. (previously presented) The gaming device of claim 1, wherein the display device actuator comprises:

- (a) a chassis;
- (b) at least one roller attached to the chassis; and
- (c) an actuator coupled to the roller; wherein at least a portion of the band is wrapped around the roller, wherein the actuator rotates the roller, thereby causing the band to be rotated and move the indicia.

11-13. (canceled).

14. (original) The gaming device of claim 1 further comprising a positioning system for determining at least one position of the moveable indicator.

15. (previously presented) The gaming device of claim 1 further comprising a positioning system for determining at least one position of the band.

16. (previously presented) The gaming device of claim 1, wherein the display device actuator comprises:

- (a) at least one idler roller;
- (b) at least one drive roller; and
- (c) a motor in communication with the drive motor, wherein at least a portion of the band is in contact with the idler roller and drive roller and rotates about the idler roller and the drive roller when the drive roller is actuated by the motor.

17. (canceled).

18. (original) The gaming device of claim 1, the moveable indicator actuator comprising a motor in communication with a worm gear, the moveable indicator being affixed to the worm gear.

19. (original) The gaming device of claim 1 wherein the gaming device is configured as a primary game.

20. (original) The gaming device of claim 1 wherein the gaming device is configured as a bonus game in association with a primary game.

21. (original) The gaming device of claim 19 wherein the primary game is a slot machine.

22. (previously presented) The gaming device of claim 1 wherein the indicia appear on the band in at least one row and at least one column, the indicia are selected from indicia representing a plurality of types of prizes that may be won by the player, and at least one prize of each type appears in each column.

23. (previously presented) The gaming device of claim 1 wherein the indicia appear on the band in at least one row and at least one column, the indicia are selected from indicia representing a plurality of types of prizes that may be won by the player, and at least one prize of each type appears in each row.

24-56. (canceled).

57. (previously presented) A gaming device, comprising:

- (A) a housing;
- (B) a first actuator mounted in the housing;
- (C) an indicator coupled to the first actuator, the first actuator being adapted to move the indicator along a first axis;
- (D) a second actuator mounted in the housing;
- (E) at least one driven roller coupled to the second actuator;
- (F) a band at least partially wrapped around the driven roller, the second actuator being adapted to move the band along a second axis, the first axis being orthogonal to the second axis;
- (G) a plurality of indicia displayed on the band;
- (H) at least one controller in communication with the first and second actuators, the controller being adapted to determine a game outcome and to direct movement of the band and the indicator, such that in combination, the band and the indicator indicate at least one of the indicia as the game outcome.

58. (previously presented) The gaming device of claim 57, further comprising a player input device coupled to the housing and in communication with the controller, wherein the player input device allows a player to direct the movement of either the indicator or the band.

59. (previously presented) The gaming device of claim 58, wherein the player is allowed to select a position for the band and the controller selects a position for the indicator.

60. (previously presented) The gaming device of claim 58, wherein the player is allowed to select a position for the indicator and the controller selects a position for the band.

61. (previously presented) The gaming device of claim 57, wherein the band is further supported by a plurality of idler rollers.

62. (previously presented) A gaming device, comprising:

(A) a housing;

(B) an indicator associated with the housing and adapted to be moved by an indicator actuator along a first axis;

(C) a band associated with the housing and adapted to be moved by a positioning mechanism along a second axis, wherein the first and second axes are orthogonal;

(D) a plurality of indicia displayed on the band; and

(E) a controller in communication with the indicator actuator and the positioning mechanism, the controller being adapted to determine a game outcome and to direct movement of the band and the indicator to indicate the game outcome.

63. (previously presented) The gaming device of claim 62, further comprising a player input device coupled to the housing and in communication with the controller, wherein the player input device allows a player to direct the movement of either the indicator or the band.

64. (previously presented) The gaming device of claim 63, wherein the player is allowed to select a position for the band and the controller selects a position for the indicator.

65. (previously presented) The gaming device of claim 63, wherein the player is allowed to select a position for the indicator and the controller selects a position for the band.

66. (previously presented) The gaming device of claim 62, wherein the positioning mechanism comprises a plurality of rollers, the band being supported for movement by the rollers and a band actuator coupled to at least one of the rollers, the band actuator being in communication with the controller.

67. (new) The gaming device of claim 57, wherein the band is continuous.

68. (new) The gaming device of claim 62, wherein the band is continuous.